

Importing target Images from Vuforia Database into local Unity Editor

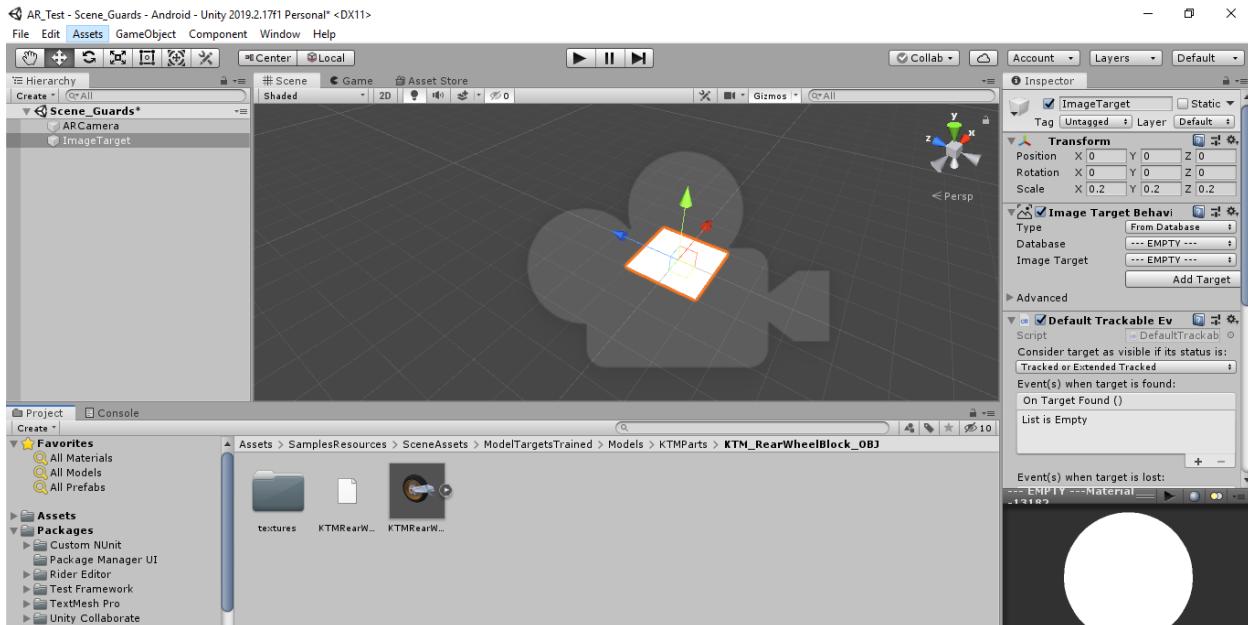
The screenshot shows a web browser window with the URL <https://developer.vuforia.com/targetmanager/project/deviceTargetListing>. The page title is "Own_Target_Images". It displays a table of targets:

Target Name	Type	Rating	Status	Date Modified
UNO	Single Image	★★★☆☆	Active	Jan 07, 2020 17:52
Coke	Single Image	★★★★★	Active	Jan 06, 2020 23:29
HIRO_1	Single Image	★★★★☆	Active	Jan 06, 2020 19:08

At the bottom, there is a message: "Last updated: Today 05:57 PM Refresh". Below the table, there is a file list: "Own_Tar....unitypackage" and "UNO.jpg".

Insert a Image DataBase as a package from the Vuforia Online database site –

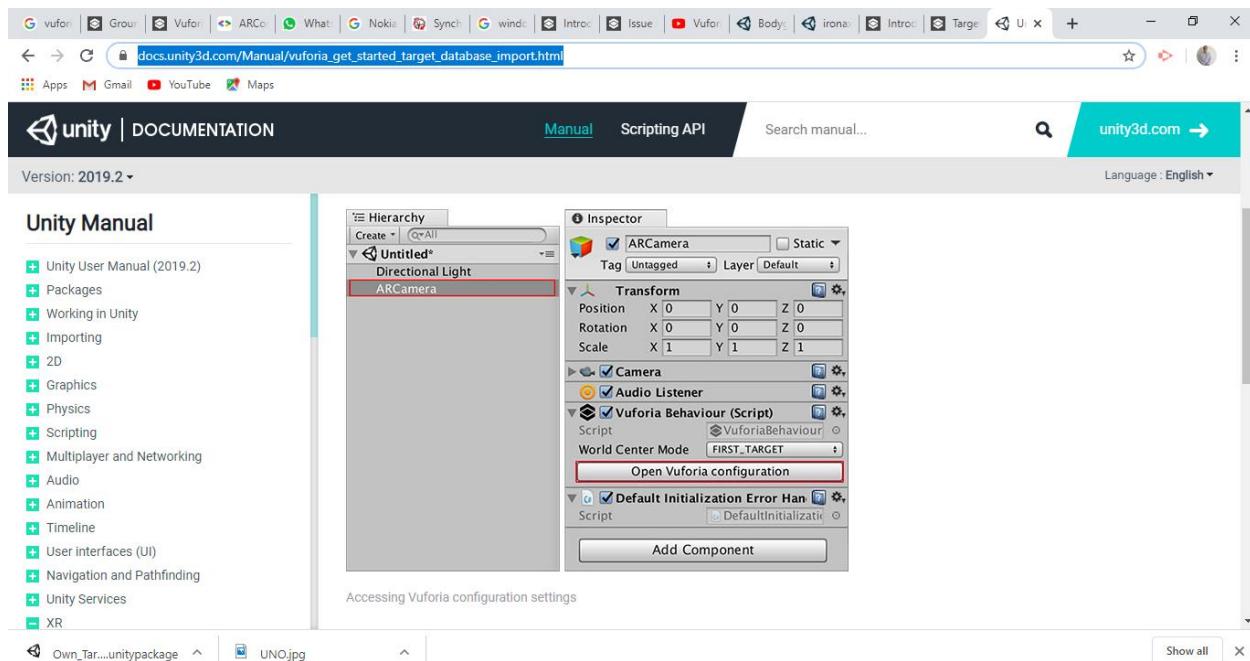
<https://developer.vuforia.com/targetmanager/project/deviceTargetListing>



Assets > ImportPackage > Custom Package > **ONLOCAL DIR** Unity Image Database saved as a unityPackage



https://docs.unity3d.com/Manual/vuforia_get_started_target_database_import.html



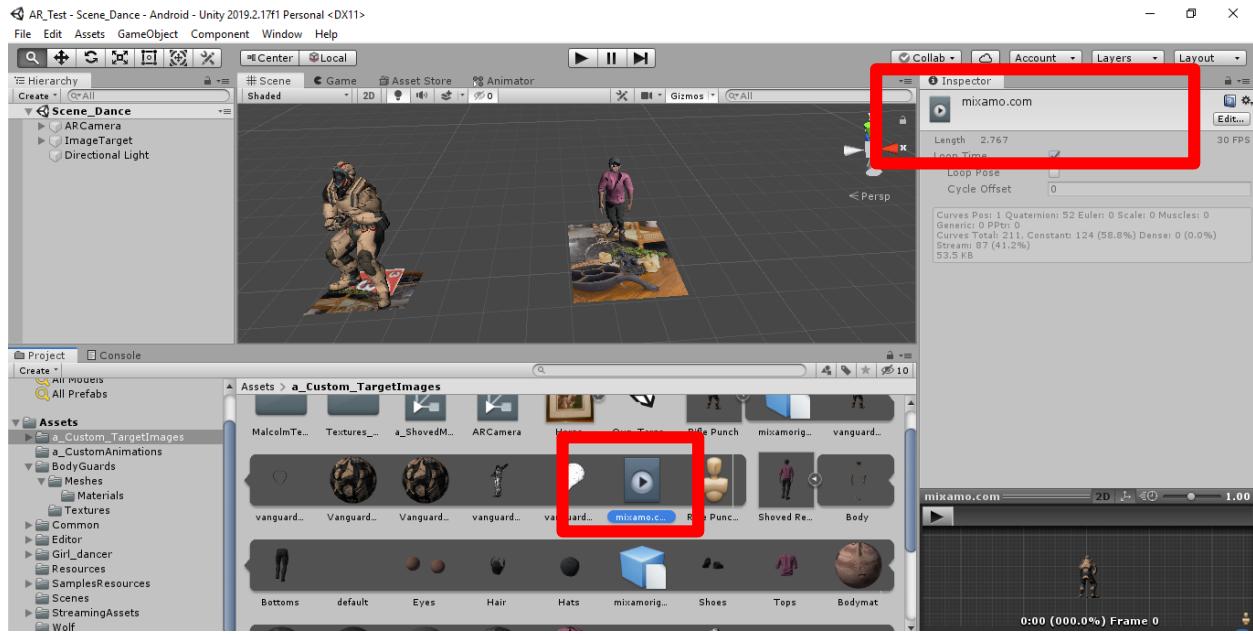
FOO ---- 8th JAN 2020

Issue – unity rename animator controller motion file

There are animations being downloaded as .FBX files from MIXAMO -
<https://www.mixamo.com/#/?page=1&type=Motion%2CMotionPack>

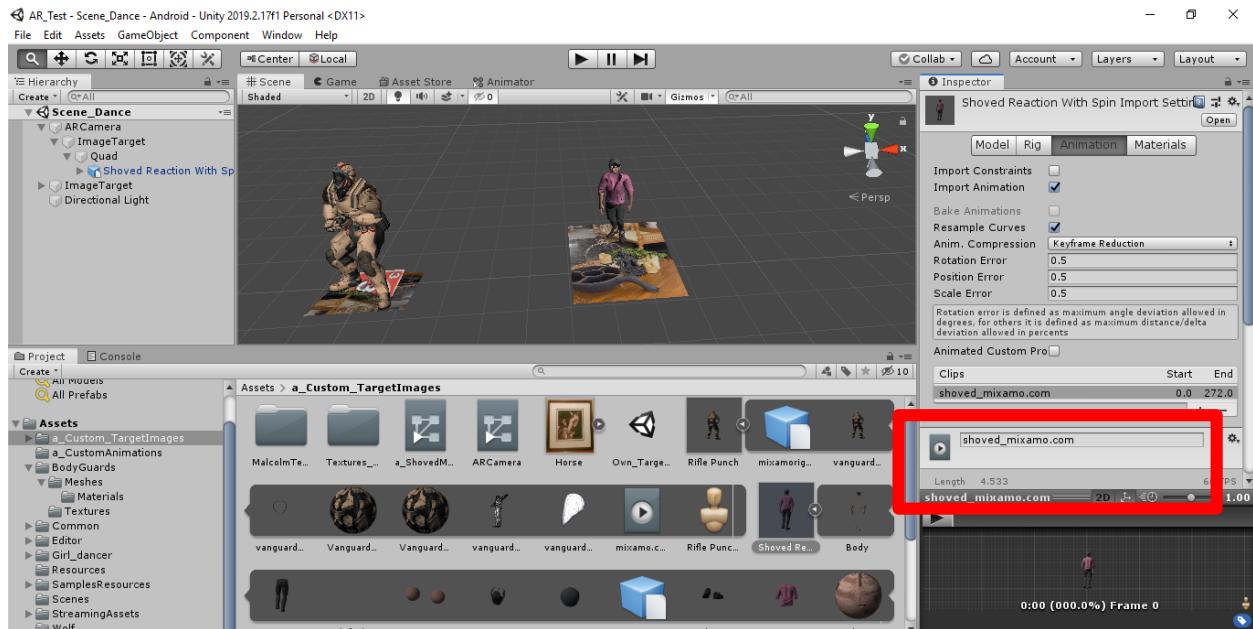
All these files get downloaded with a – mixamo.com – animation object

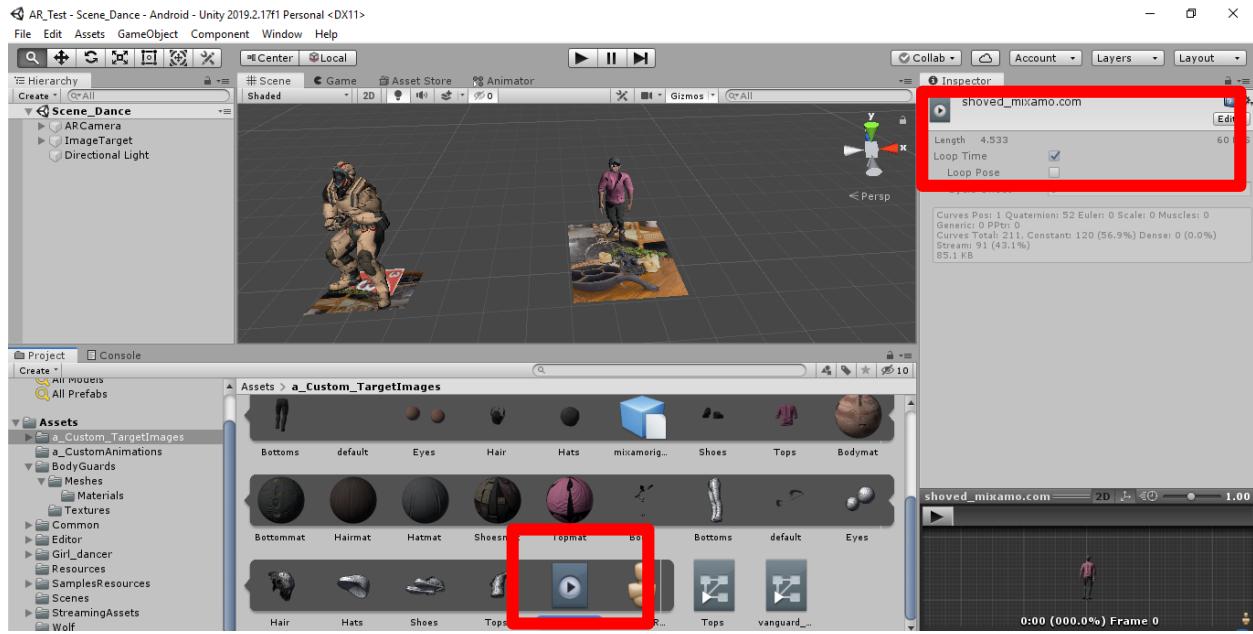
As seen below --- we have multiple of these in the project



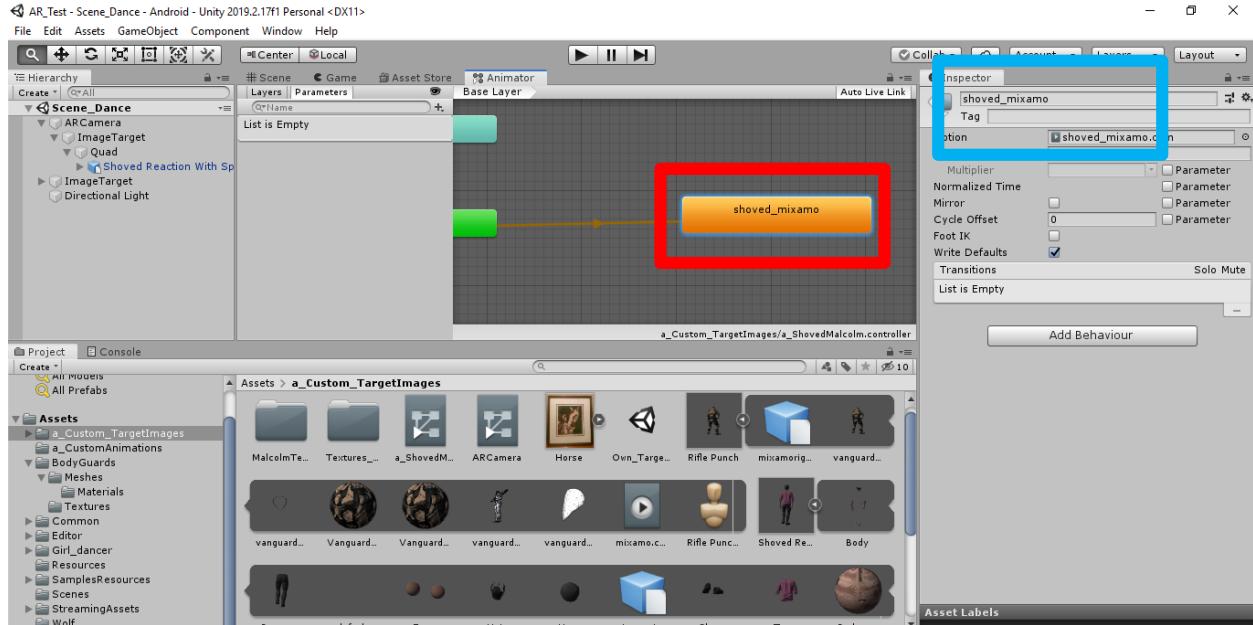
Change the name in the **RIGHT Side Inspector panel** – Select game Object >> Inspector >> Model >> SELECT >> MODEL | RIG | **ANIMATION**

Under the **ANIMATION** – in the highlighted text box change the name and start playing the animation in the window below . as we play the animation the name changes





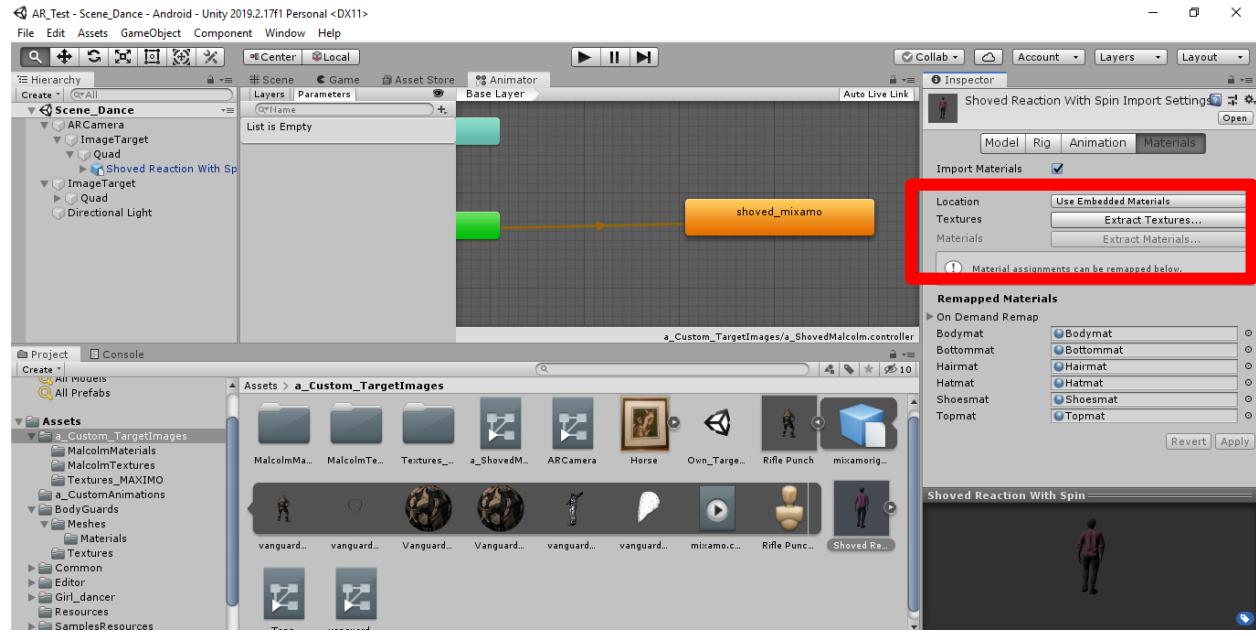
Now go back to animation controller window – you will see the **YELLOW / ORANGE** – object has lost its NAME and is just blank - **YELLOW / ORANGE** – rename it in the TOP RIGHT Text Box – highlighted in **BLUE** BELOW



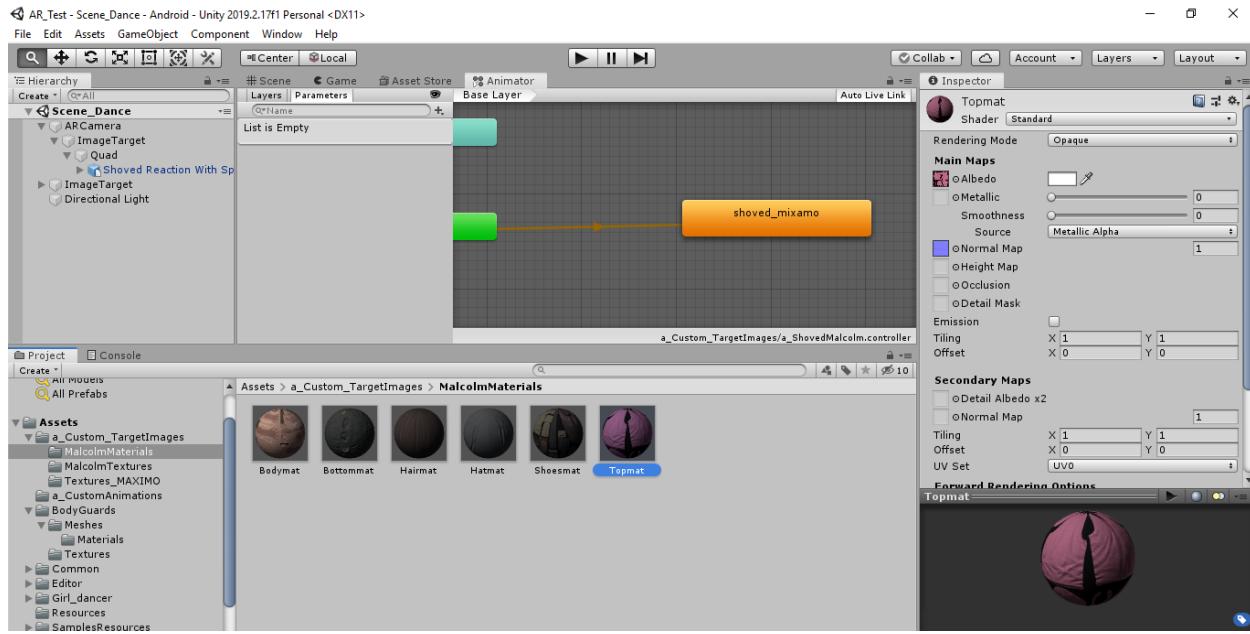
FOO --- The material is Not OPAQUE – but TRANSPARENT --- thus cant see the MIXAMO humanoid --- unity3d shader standard rendering mode opaque.

The MATERIALS – which get imported by DEFAULT – may not allow editing --- thus we import them again and save them in a NEW FOLDER --- then they can be edited

Materials >> EXTRACT MATERIALS >> POP UP asking for a New Folder Name >> Materials Extracted to New Folder – are then editable --- can be changed from TRANSPARENT to OPAQUE

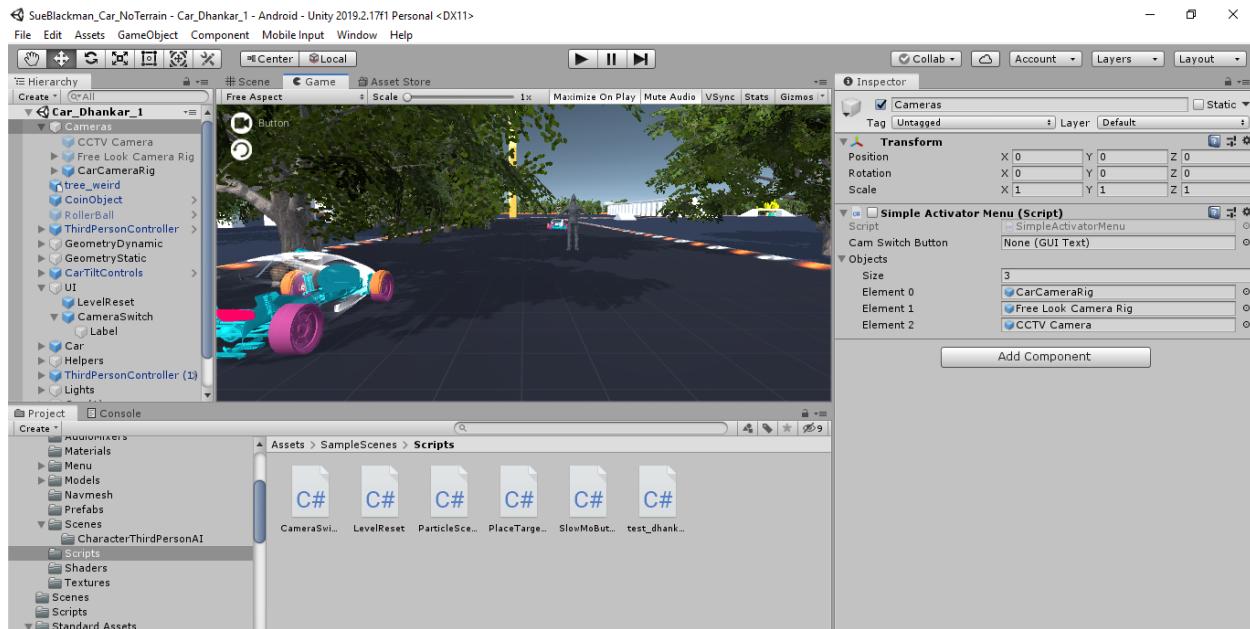


Created a New Folder below --- CustomTargetImages --- called it MALCOLM Materials ---

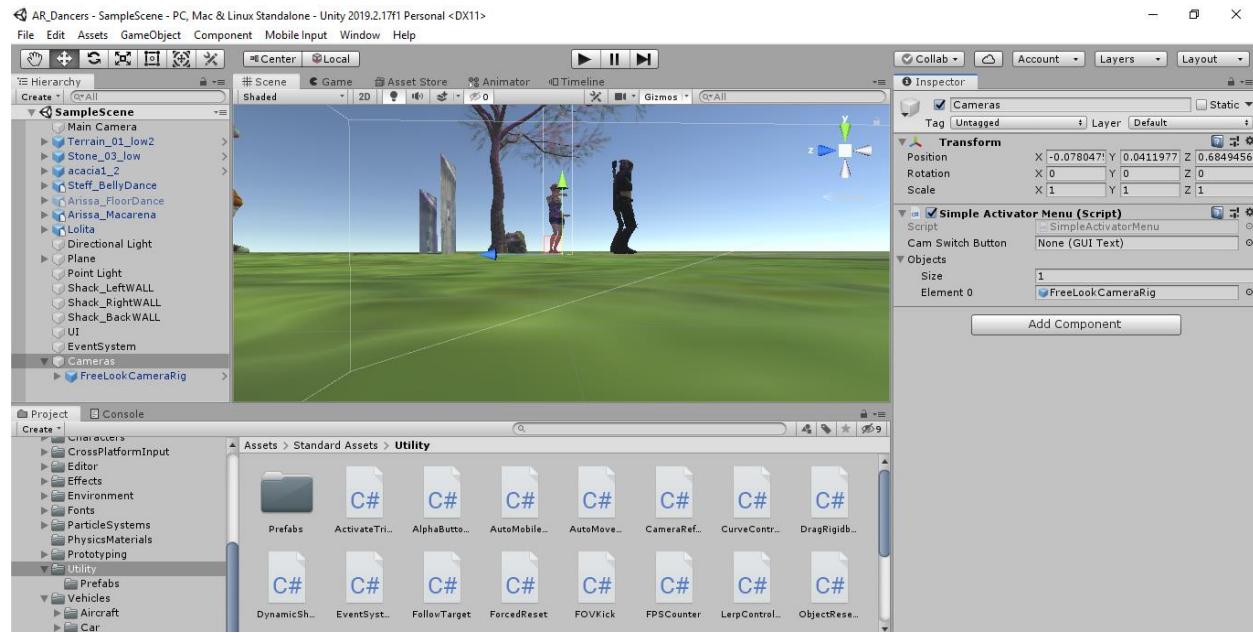


FART ---- From Old project --- Sueblackman cars terrain cars to -- AR dancers --- Copy the UI and the FreeLookCameraRig

FreeLookCameraRig



FreeLookCameraRig

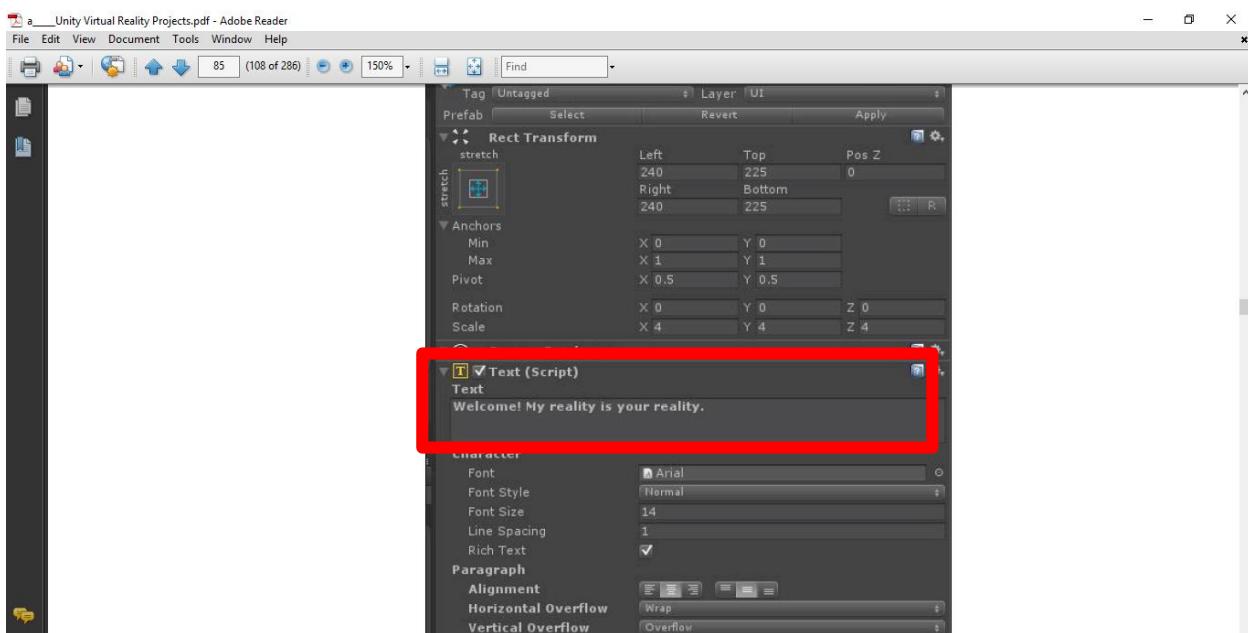
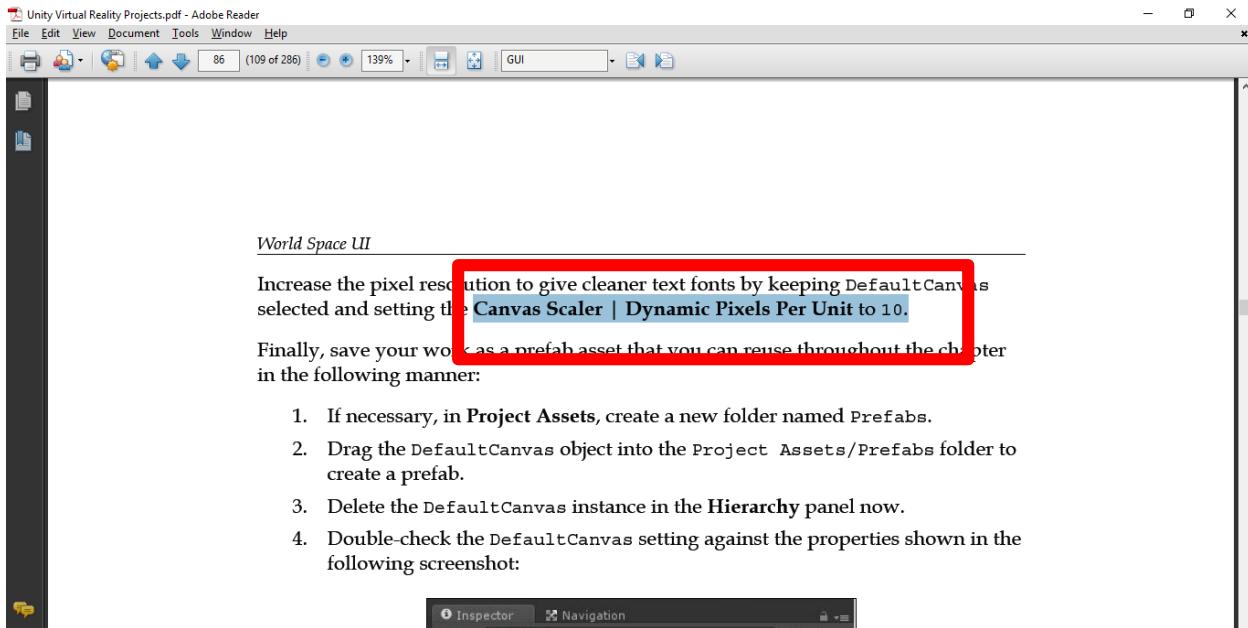


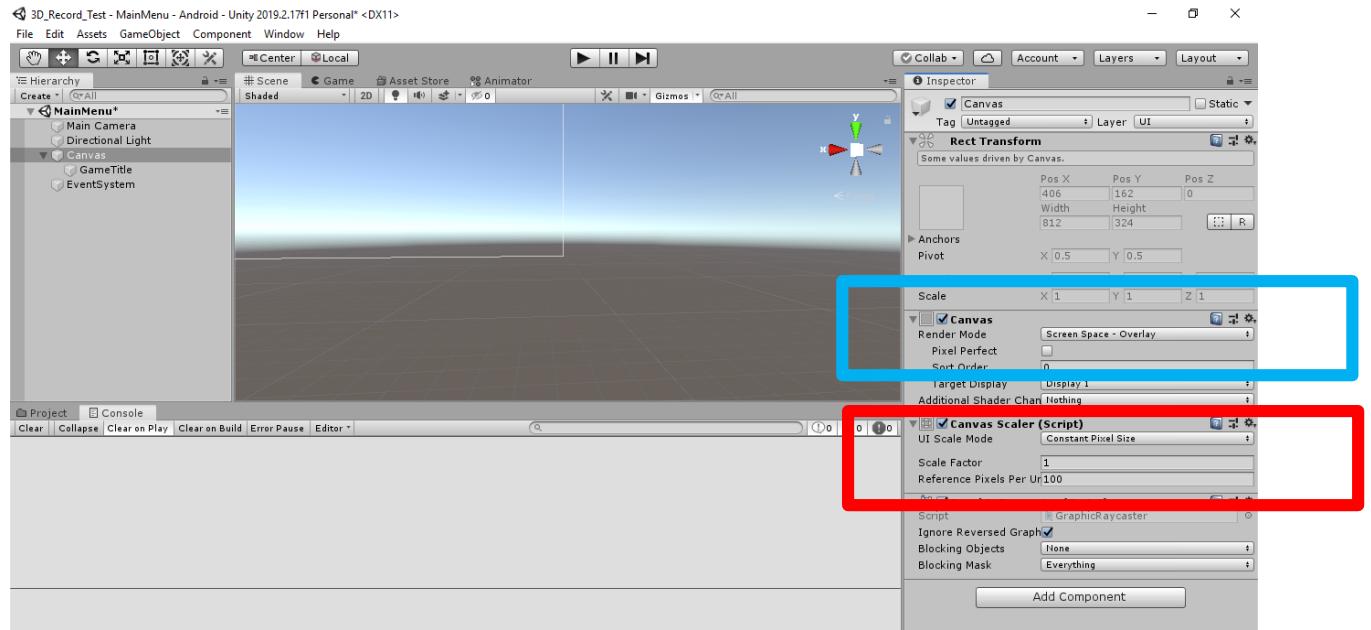
FART -----

UI Main Menus Screen on a New Scene ---- from PDF Book own == a _____ Unity Virtual Reality Projects

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CANVAS SCALAR ---



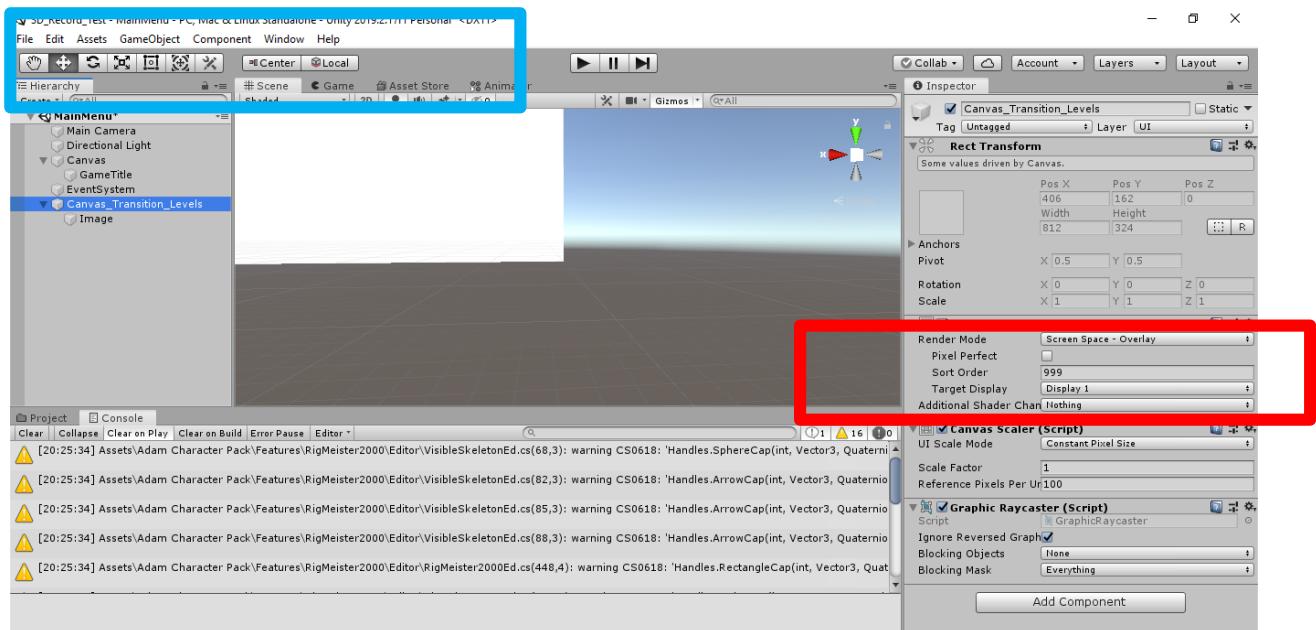


Canvas Scaler | Dynamic Pixels Per Unit to 10.

The Blue RECT --- I have kept RENDER MODE == SCREEN SPACE OVERLAY --- for VR as in the book its WorldSpace

FART –REFER VIDEO == BRACKEYS == <https://www.youtube.com/watch?v=Oadq-IrOazg>

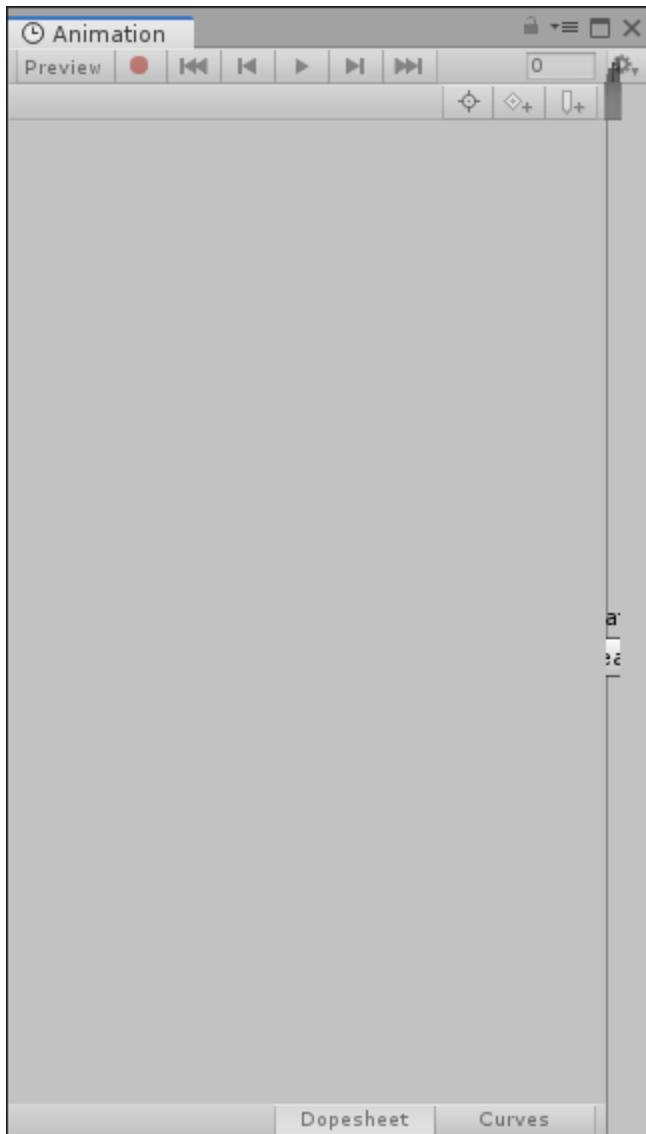
-- Level Transitions --- Fade from One Level or Scene into Another

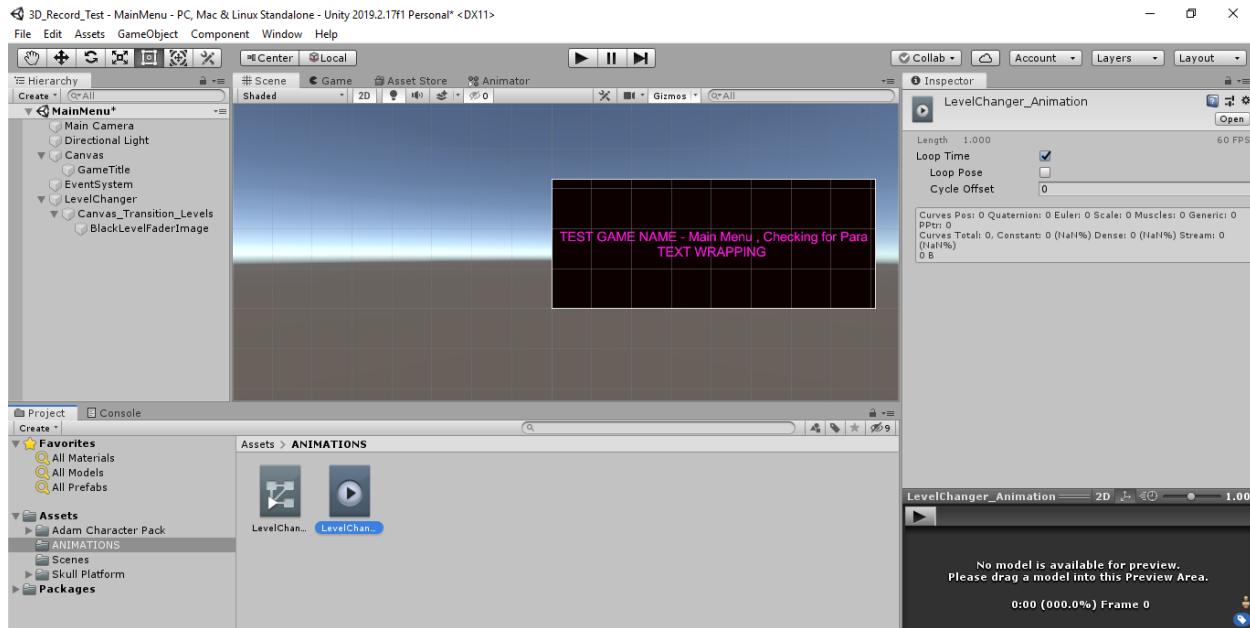


Seen above in RED --- SORT ORDER = 999 . As in when Layers are Sorted or Objects are Sorted for Display – this CANVAS is always on TOP

Choose --- Game Object named – **Level Changer** >> **CTRL + 6**

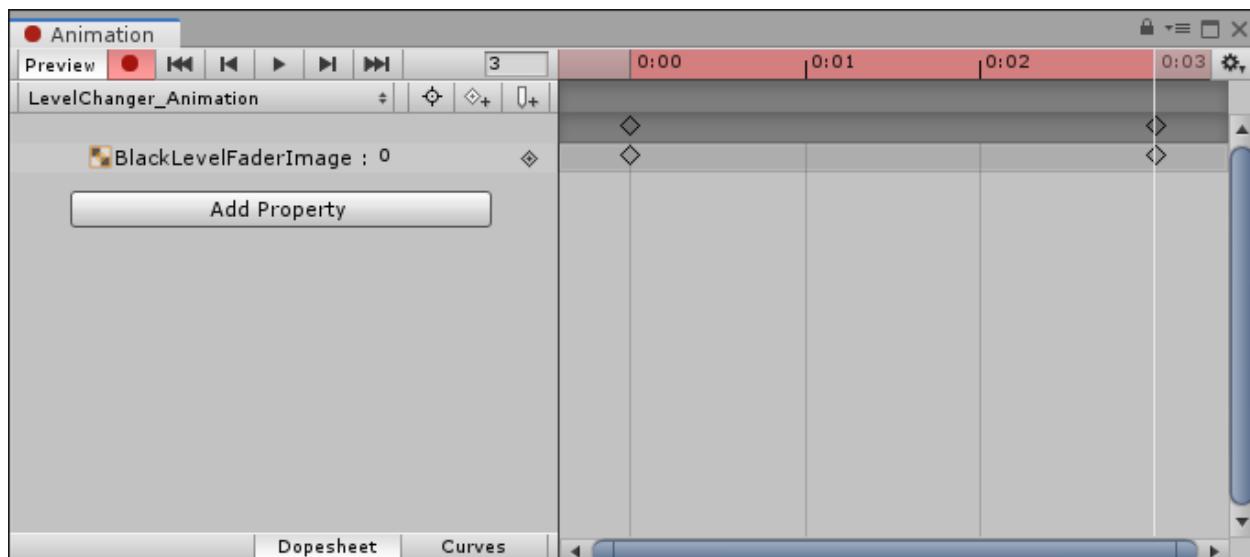
Brings up the POP UP WINDOW == ANIMATION





Created a new DIR – ANIMATIONS

Saved animation within it – a CONTROLLER got created on its Own



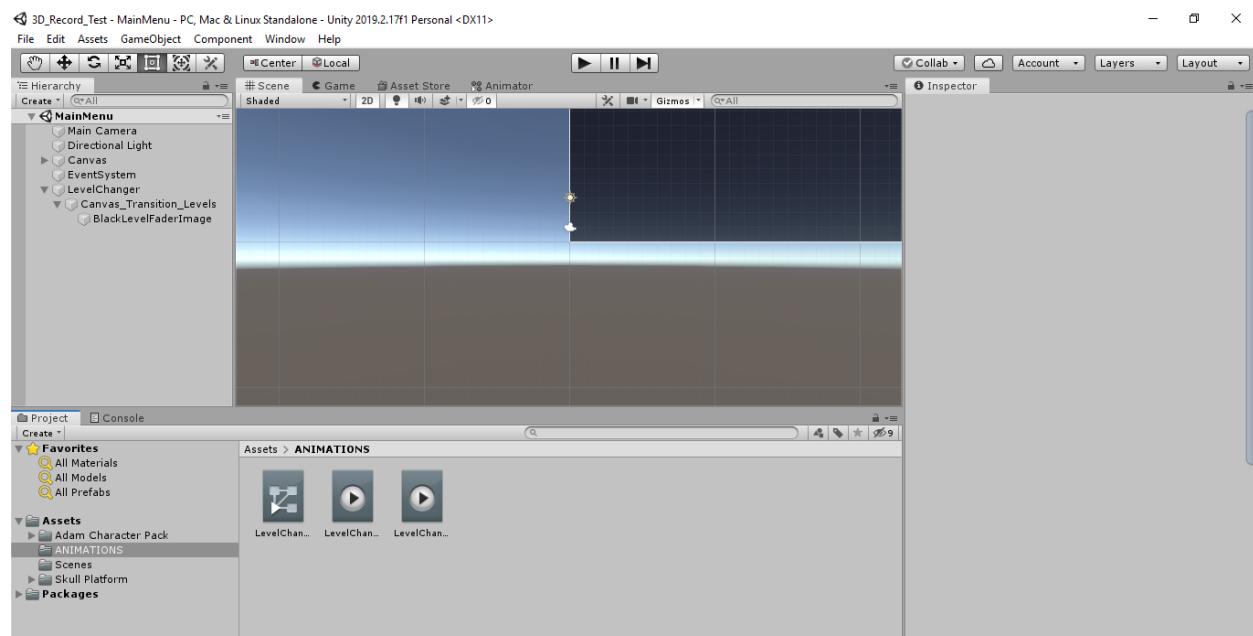
As seen above –

1. In left HIERARCHY Window Selected – LEVEL CHANGER
2. Then Clicked **CTRL + 6**
3. Auto Launched Animation POP UP Window
4. Chose the **BlackLevelFaderImage**
5. Hit the RED DOT – RECORD
6. Dragged vertical White Line Few seconds ahead
7. Went to RIGHT SIDE – INSPECTOR
8. Chose image – IMAGE (SCRIPT) >> Source >> Color

9. Made the COLOR -- RGBA -- Alpha Channel TRANSPARENT -- by dragging the Slider Extreme left

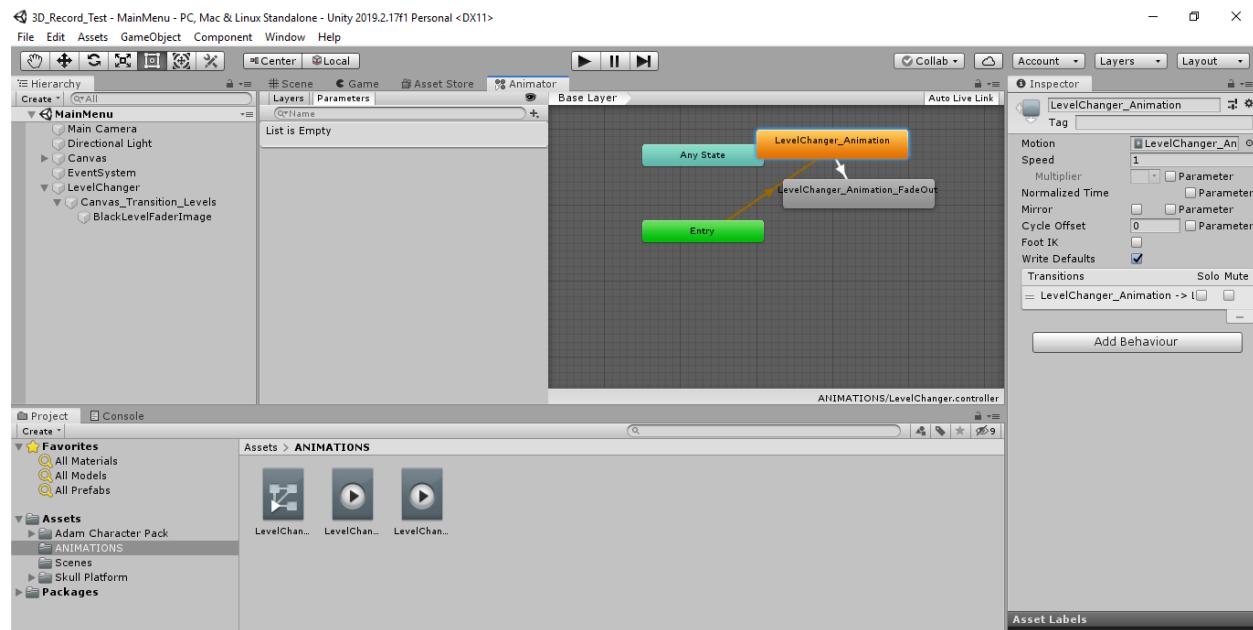
Using the ANIMATION EDITOR -- <https://docs.unity3d.com/Manual/animeditor-UsingAnimationEditor.html>

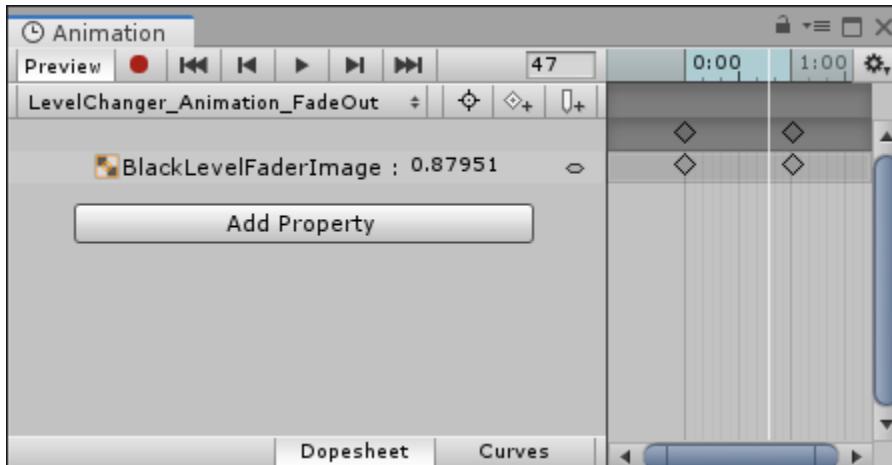
Now create another ANIMATION – FADE_OUT



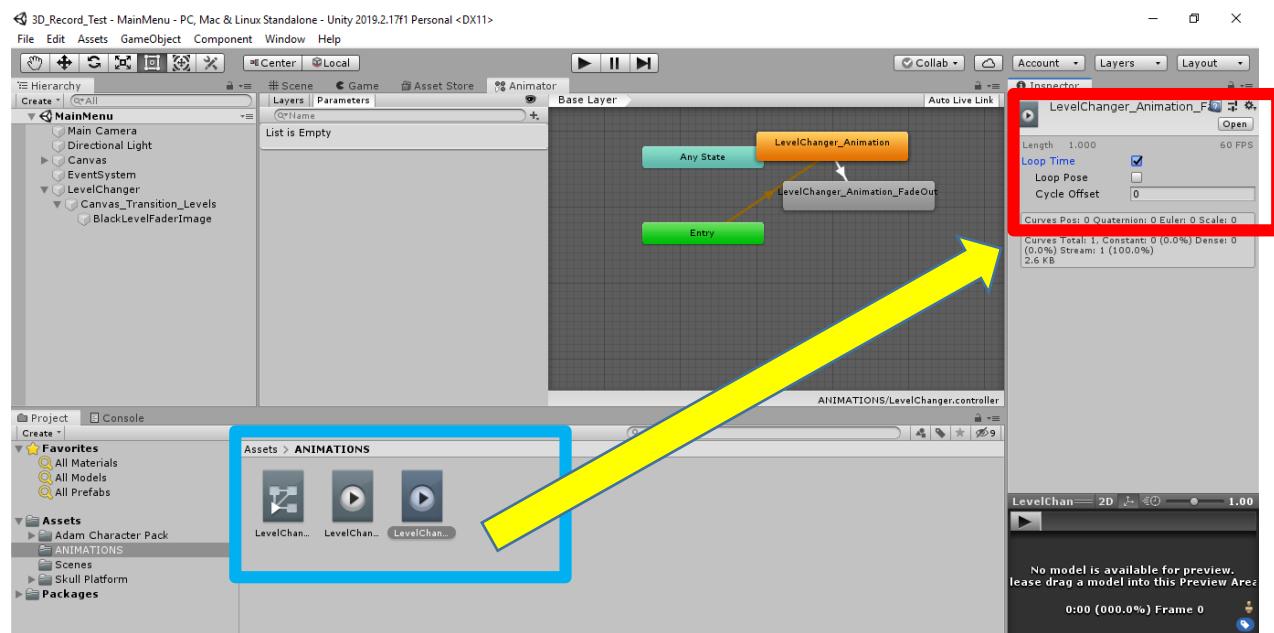
Double Clicked the – LevelChanger (ANIMATION CONTROLLER)

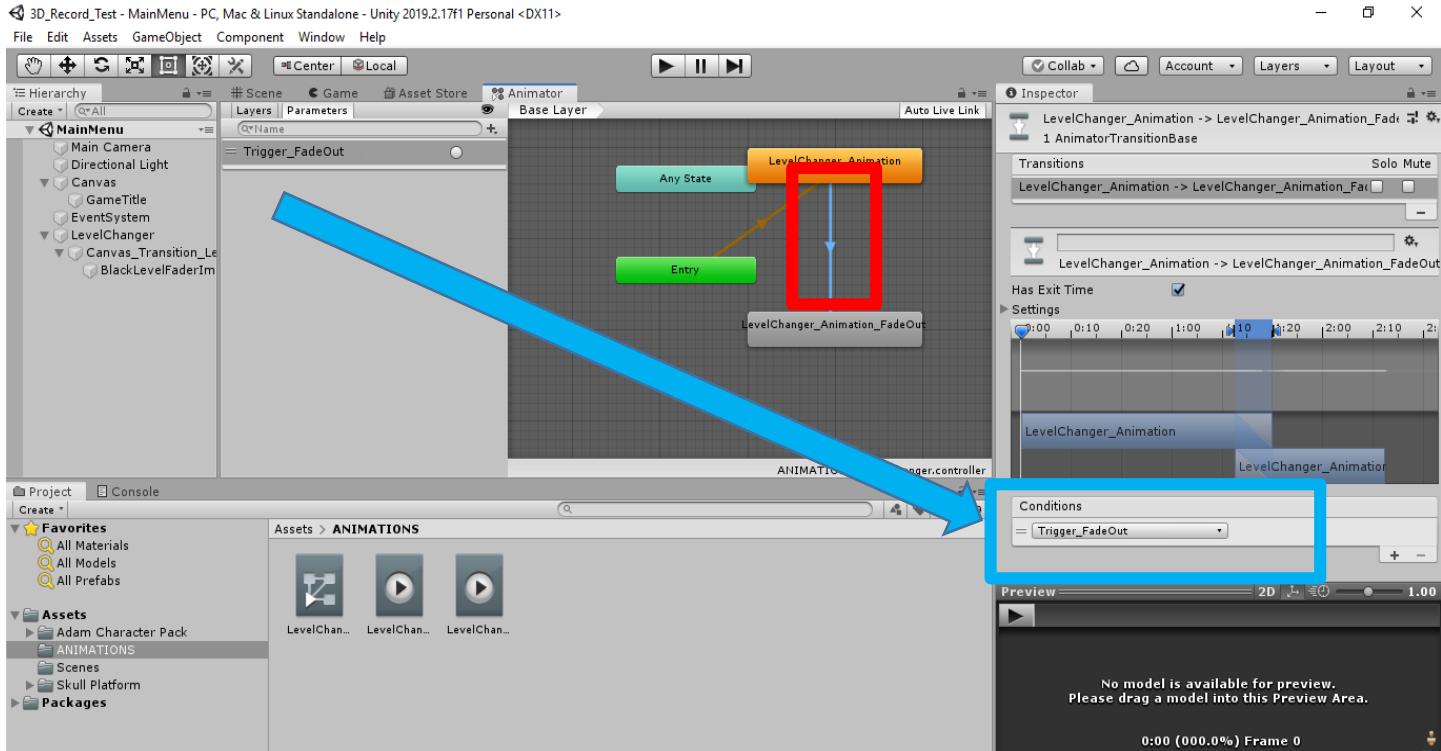
Chose the ORANGE part and MADE TRANSITION



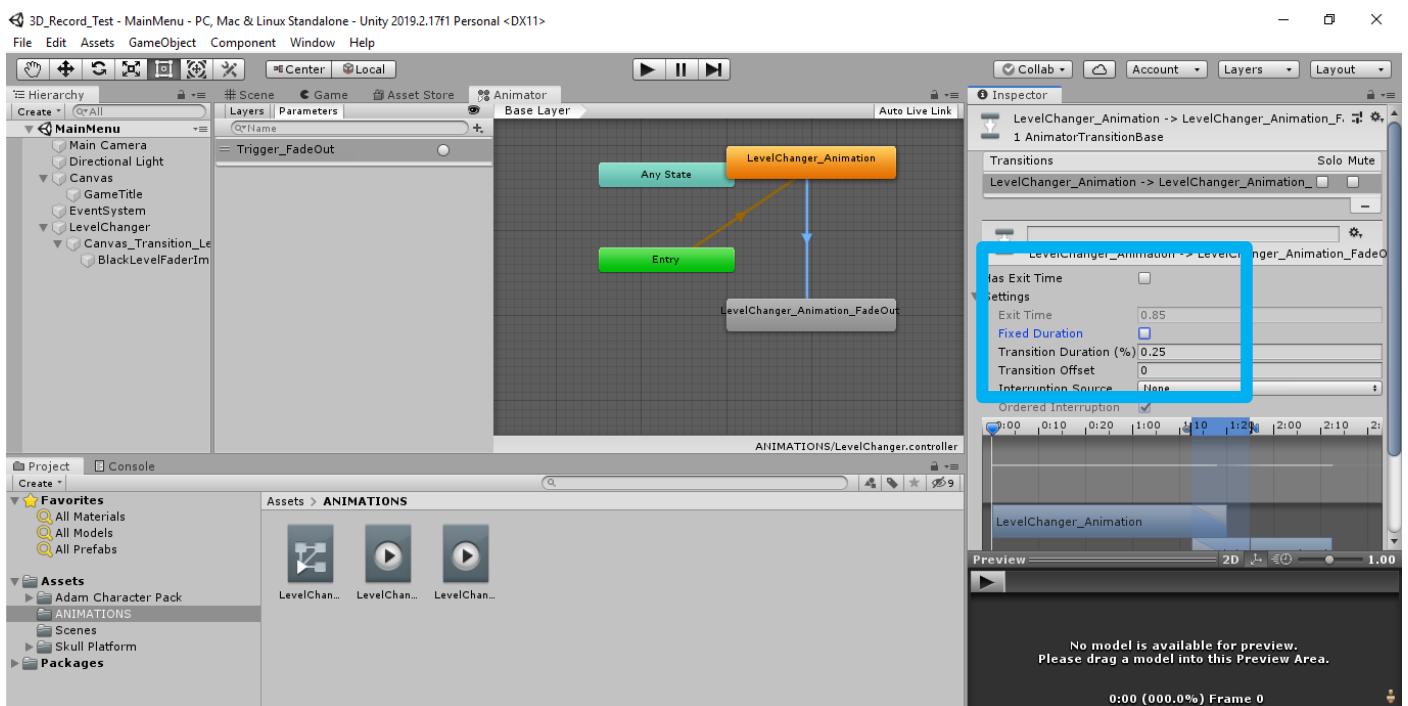


FART – Ensure that the ANIMATIONS don't LOOP – UNCHECK the LOOP within the RED RECTANGLE below





Within the BASE LAYER – when we click on the TRANSITION Arrow , it opens the INSPECTOR window on the right . Within this go down to CONDITIONS (in the Blue Box above) and ADD + Trigger_FadeOut

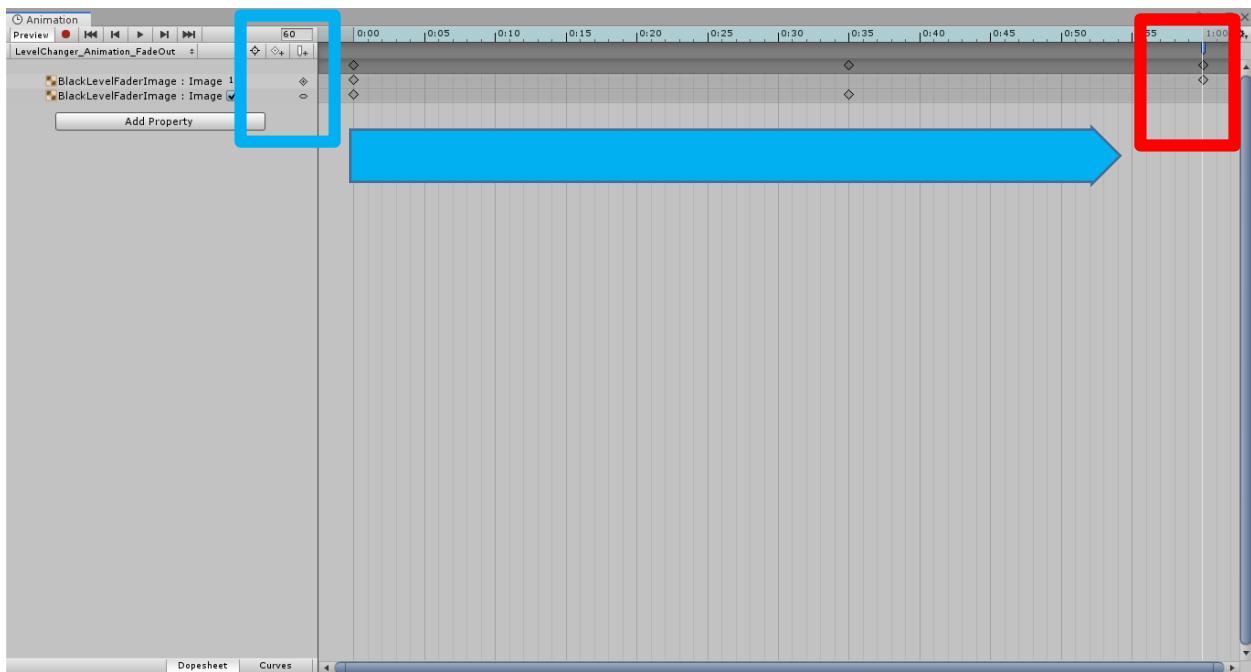


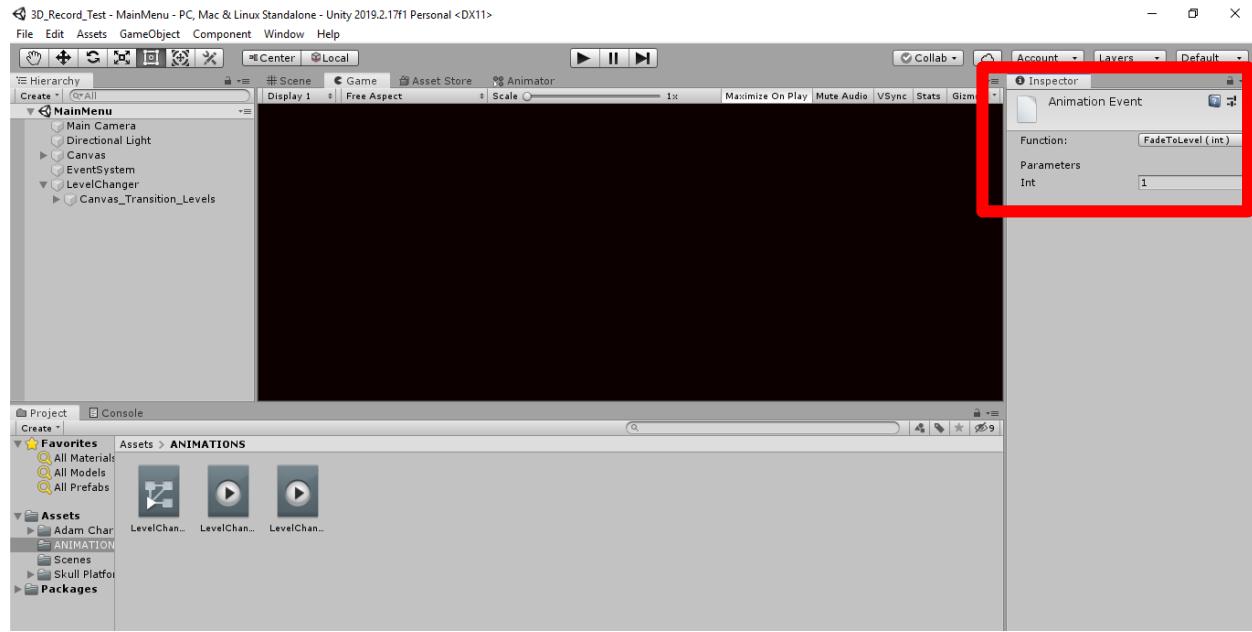
Above in the BLUE BOX – Unchecked both --- **HAS EXIT TIME** and under **SETTINGS >> FIXED DURATION**

Transition duration also set to ZERO

Now CREATE AND ADD a SCRIPT == **LevelChanger_script**

FART ---- ADD EVENT --- to go to Next Level after the FADE OUT Animation

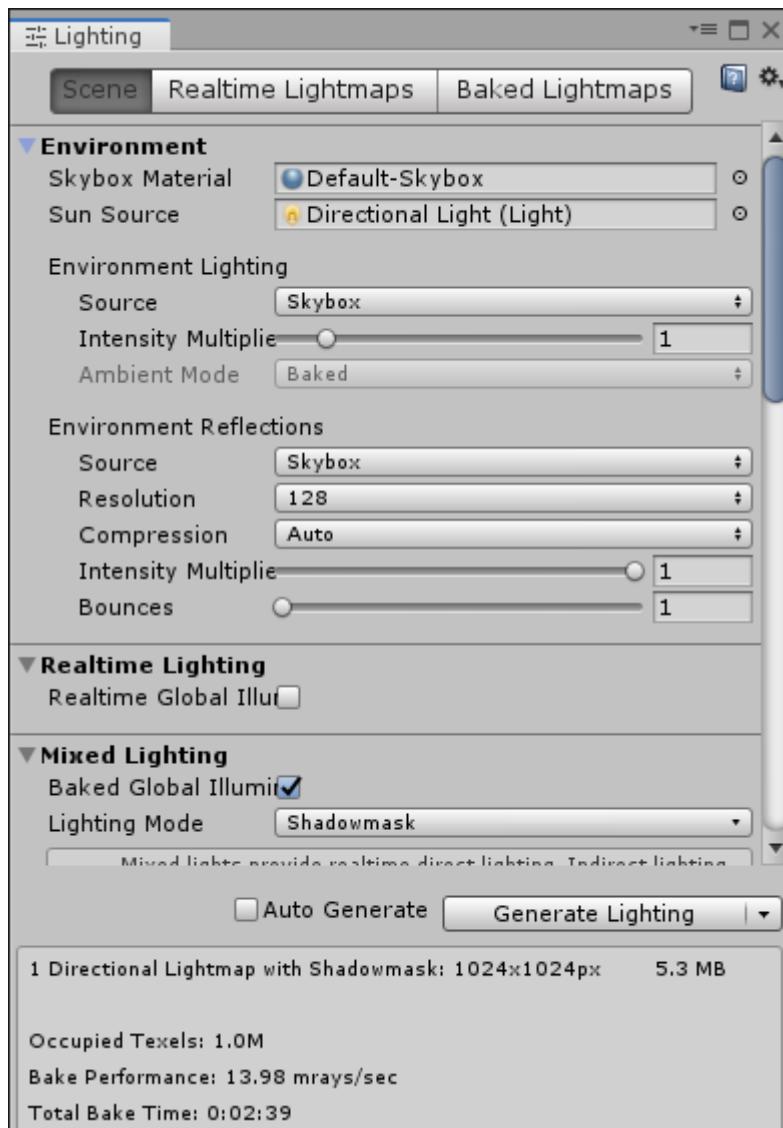




FOO --- AutoGenerate Lighting OFF

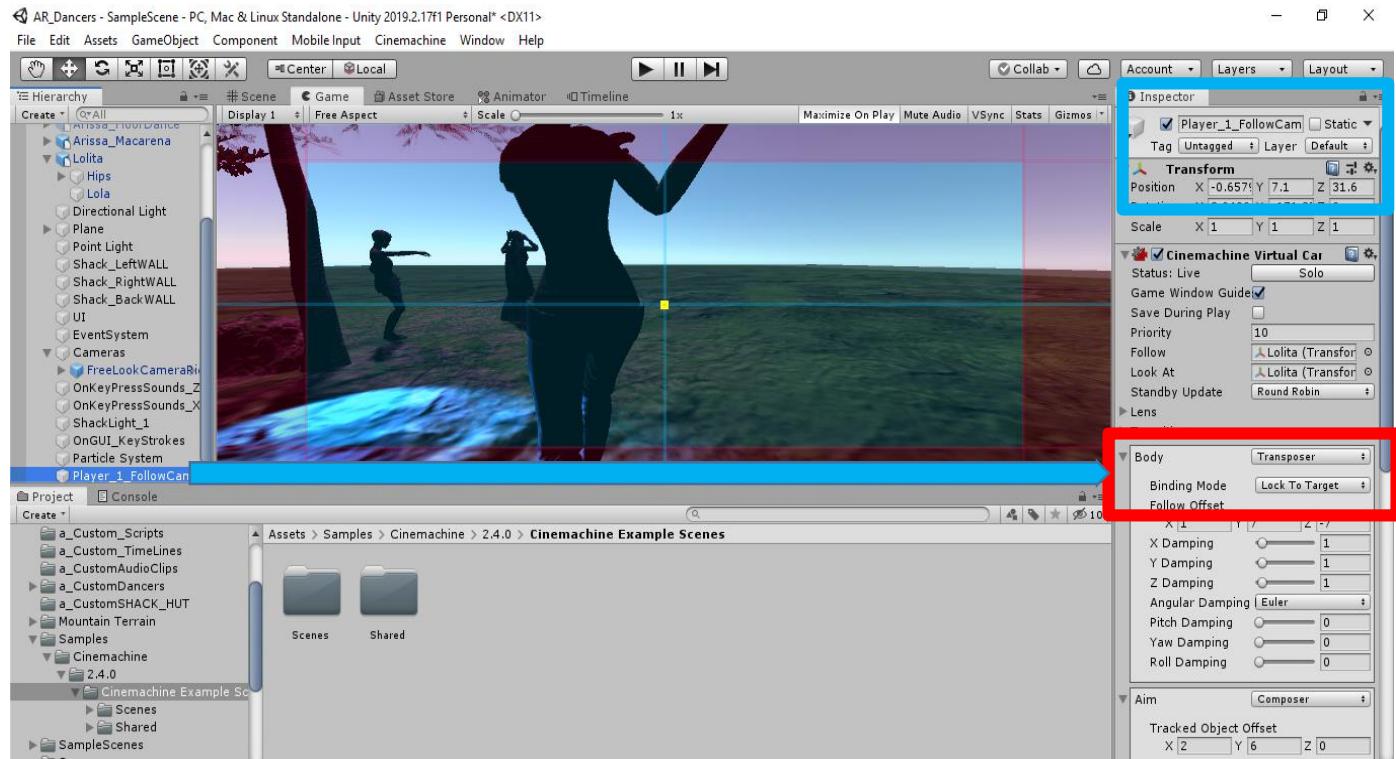
<https://learn.unity.com/tutorial/lighting-best-practices#5c7f8528edbc2a002053b5b1>

Unity best practices says Turn Auto generate Lighting OFF



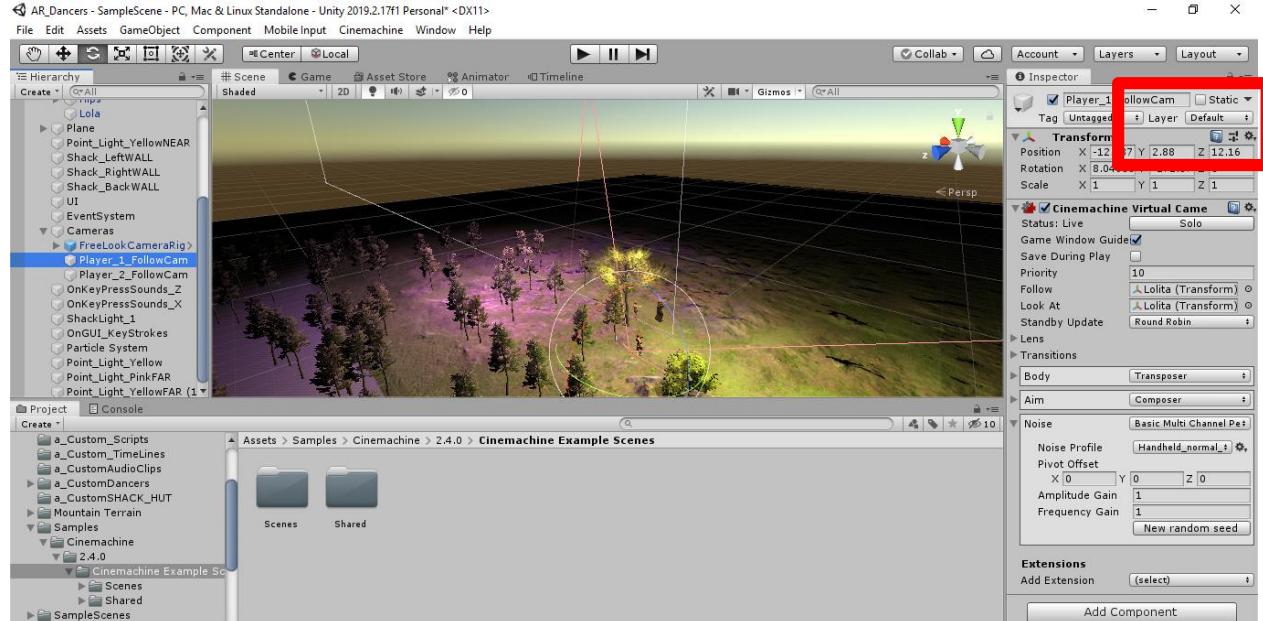
FOO_CineMachine

Follow Player cam ---



Seen above – **Player_1_FollowCam**

Add Player_1_FollowCAM to the LAYER = Player_1_FollowCAM

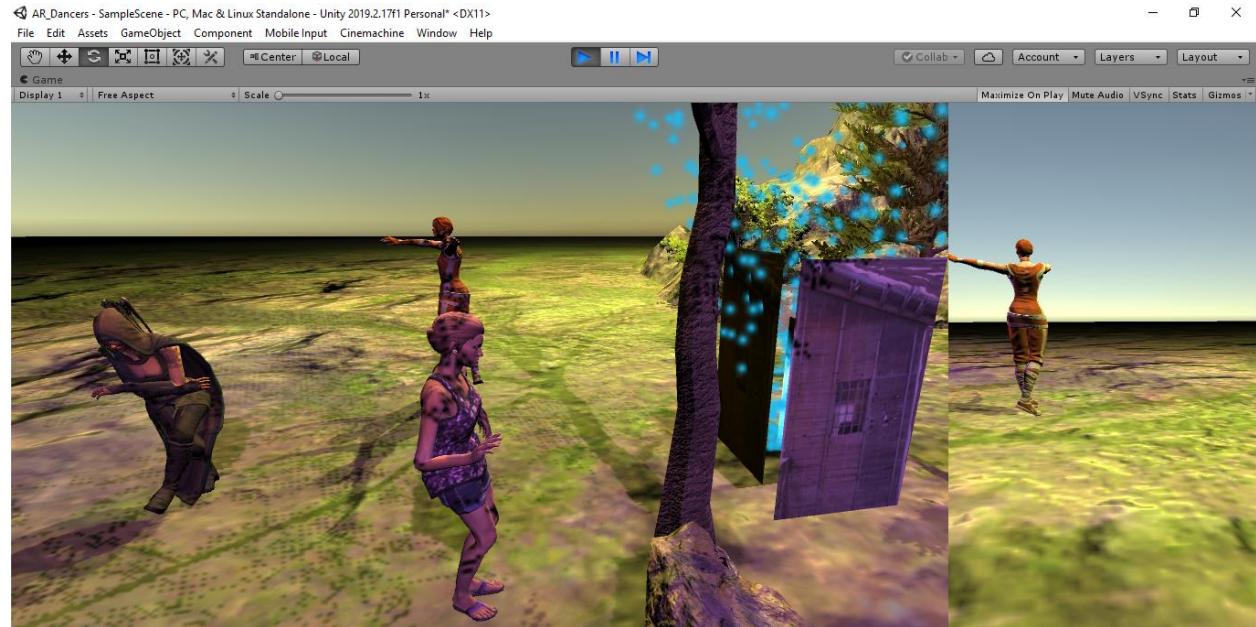
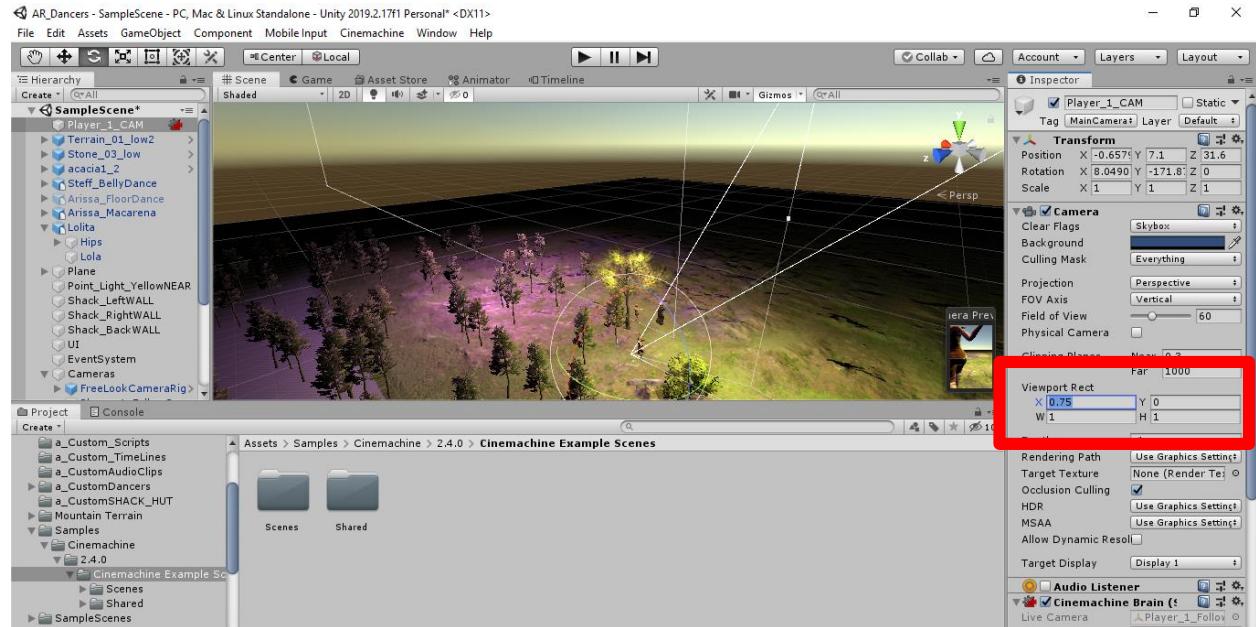


Add Player_2_FollowCAM to the LAYER = Player_2_FollowCAM

FOO_Split_the_Screen inPLAY Mode

As seen below – Choose the MAIN CA == Player_1_CAM This is NOT one of the FOLLOW CAM's

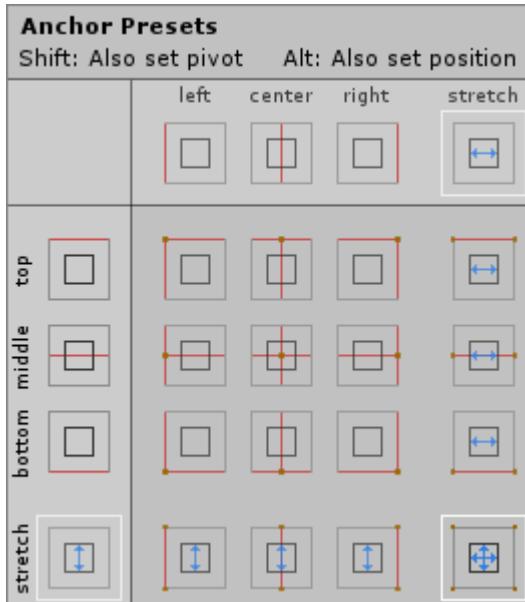
Go to **Viewport RECT** – change the X value to **SPLIT SCREEN** – with a **VERTICAL SPLIT** --- 0.5 for half 0.75 for ¾ etc ...



FART ---14th JAN 20 -- Again Fade from One level Scene to Another – now in the main - Dancers app

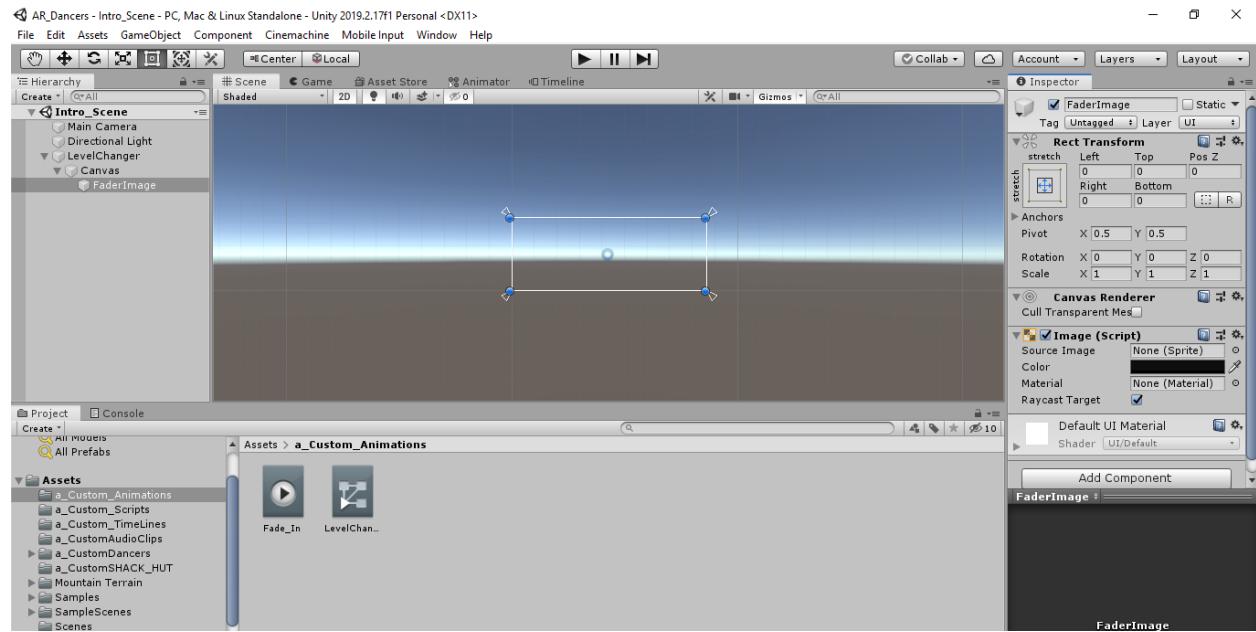
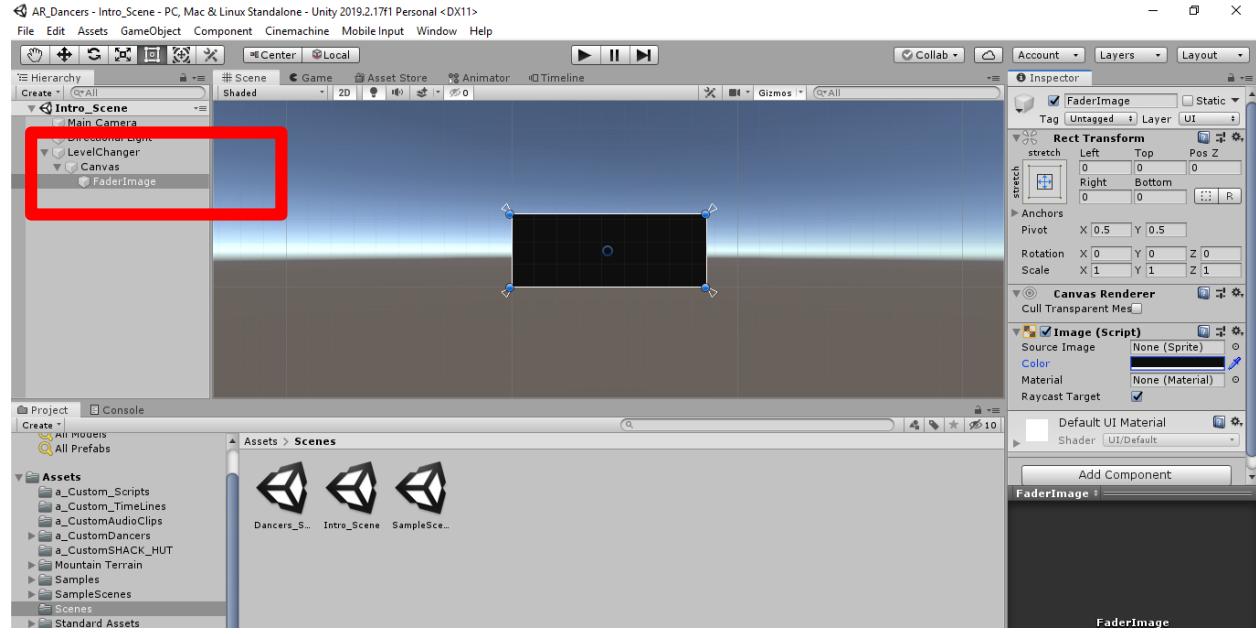
Scale image to Fit the entire Canvas –

Select Image – hit – F , to Focus on the image . go to **INSPECTOR** >> **RECT TRANSFORM** >> Box on the left – **stretch – stretch** – click on box and Hold down **ALT Key**



This will stretch the IMAGE to fill up the entire CANVAS

To go to the – timeline View , click on the GameObject – Level Changer and then click **CTRL+6**



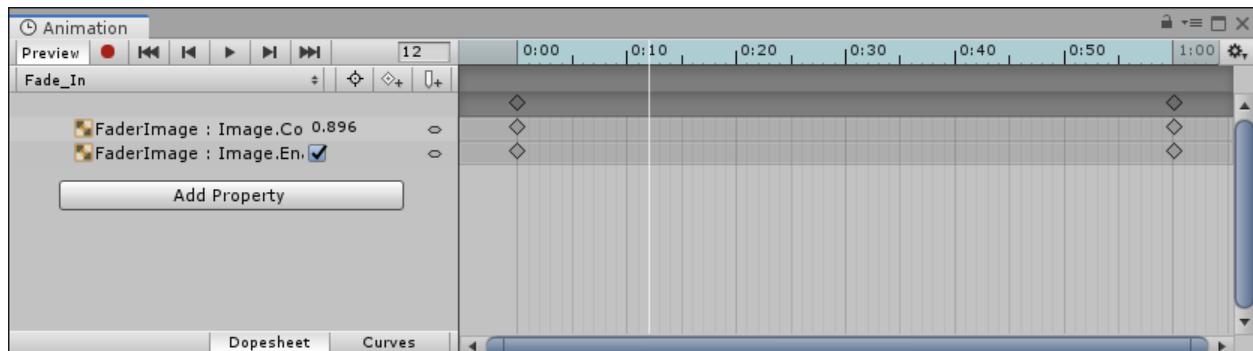


As seen above – We click the RED BUTTON – which starts recording the Animation .

We then click the BLACK IMAGE – which is the Target being animated .

Drag the white animation timeline fwd to end of One Second .

Now choose the Images COLOR in the inspector on the right . Drag ALPHA – transparency slider to LEFT – thus image becomes Transparent at the end of ONE SECOND after the animation begins .



Also as seen above – if we don't need the IMAGE at the end of the ANIMATION's end of Second ONE – we cant UNCHECK the IMAGE in the INSPECTOR as the animation slider reaches the right side or the end of the animation .

This creates and adds another PROPERTY to the ANIMATION – which shows the IMAGE ENABLED as UNCHECKED

